CASINO KID II

INSTRUCTION BOOKLET

NES-CK-USA

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- Always make sure the NES has been switched off before inserting or removing your Game Pak.
- Do not abuse Game Pak by dropping, hitting, or opening it.
- Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
- Never touch the terminal pins or any of the electrical circuitry, and avoid getting the Game Pak wet.
- Cleaning the Game Pak with thinner, solvent, benzene, alcohol or other similar cleaning agents may be damaging.

WARNING

Do not use with Front or Rear Projection TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") or any NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Read Before Using Your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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ANTE UP FOR ACTION!

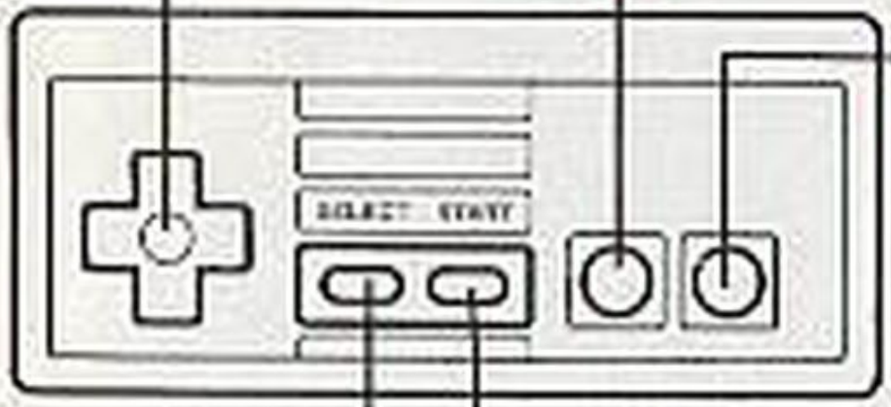
One year ago, the amazing Casino Kid challenged and defeated the best gamblers in the United States. It was no contest. But now a Mystery Man has appeared from nowhere, and dared the Casino Kid to take on the sharpest, slyest card sharks in the world. This Mystery Man has arranged a series of Roulette, Blackjack, and Draw Poker games, lined up the players, and saved the last round for himself. Casino Kid will have his hands full this time!

THE GAME

TO START

The Title Screen appears first. From here you can choose to start a New Game or to return to a game you had already begun. You need a password to resume playing a Saved Game.

THE CONTROLLER



CONTROL PAD
Moves cursor.

B BUTTON
Cancels last choice.

A BUTTON
Selects opponents from the World Map or your commands during a game.

SELECT BUTTON
Shows Password on Map Screen.

START BUTTON
Begins card games.

SAVED GAME

You can get a Password every time you beat an opponent. When the World Map comes up, push Select. The Password appears in the dialogue box. Write it down and save it. When you use a Password, it takes you back to where you found it. To enter a Password, at the Title Screen use the Control Pad to move the cursor to SAVED GAME and push Start or A. Push the Control Pad to move the cursor around the Password Screen. When you've highlighted the letter you want, press A. To erase a selected letter, push B. After entering the complete word, push Start and you'll be taken back to your last game. If you change your mind and want to return to the Title Screen, push the Select Button.

NEW GAME

Setting Up

To start the challenge from the very beginning, select NEW GAME by pushing Start or A. The story screen will then appear. Push A to scroll through the story, or any other button to skip it.

The World Map Screen

When you position the coin over a country, the *window* at the bottom shows the player from that nation. You'll be able to see his face, name, and skill level. The more " ! " marks at the bottom right, the better he is. To challenge a player, position the coin over his country and push A. If he accepts, you'll be on your way. If he refuses, the screen recommends you challenge someone else.

The Mystery Man

The Casino Kid will be pushed to the limits as he takes on the world's best players. But he'll have to test his talent even more after he's beaten them. The Mystery Man is waiting to compete against the Casino Kid in a series of Roulette, Blackjack, and Poker games.

WINNING TIPS

The Casino Kid only has $200.00 to start with. So to build up his account and get a feel for his opponents, he would be wise to challenge the single "!" mark players first. Plus, the Casino Kid has a few tricks up his sleeve--tips he's picked up along the way. For Roulette, watch how the wheel spins and learn where the numbers are. Bet on numbers that are coming up. In Poker, drive the bet up by wagering one chip over the opponent's bet. It's a good way to win big if he's bluffing or you have a good hand. At the end, when the Casino Kid goes up against the Mystery Man, bet low amounts. If he wins, you have to start over from the beginning of his round-- and your money won't be returned. Remember to save Passwords.

PLACING A BET

Change chip value by pushing left or right on the Control Pad. Increase the amount of your bet by pushing up, and decrease by pushing down. To place the bet, press A. The betting range will vary by opponent.

To increase the bet amount.

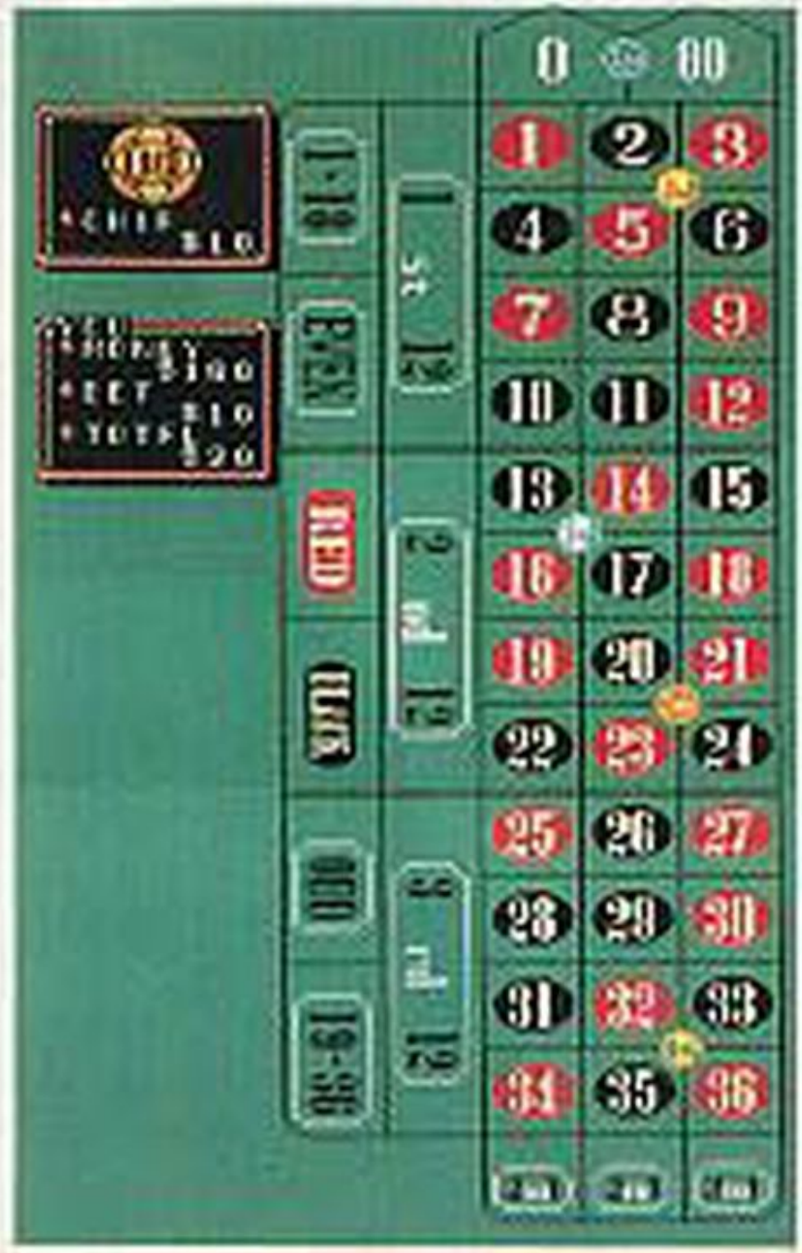
To select the chip value.

To decrease the bet amount.

TIPS FOR ROULETTE

Positioning the Chip

Move the chip to the number you want to bet on and push A. Then choose your bet amount and push A. To change your bet, press B.



Betting

Place bets one chip at a time. You can put a chip on a number, or on a line in between numbers. If you bet on a line, you stand a better chance of winning, but the payout is less. You can also bet in the special areas to the left. You can bet five times in the same or different places, but you don't have to make five bets. To spin the wheel, push Start. The wheel will automatically spin after you've placed your fifth bet. The payout differs depending on where you bet.

Payout

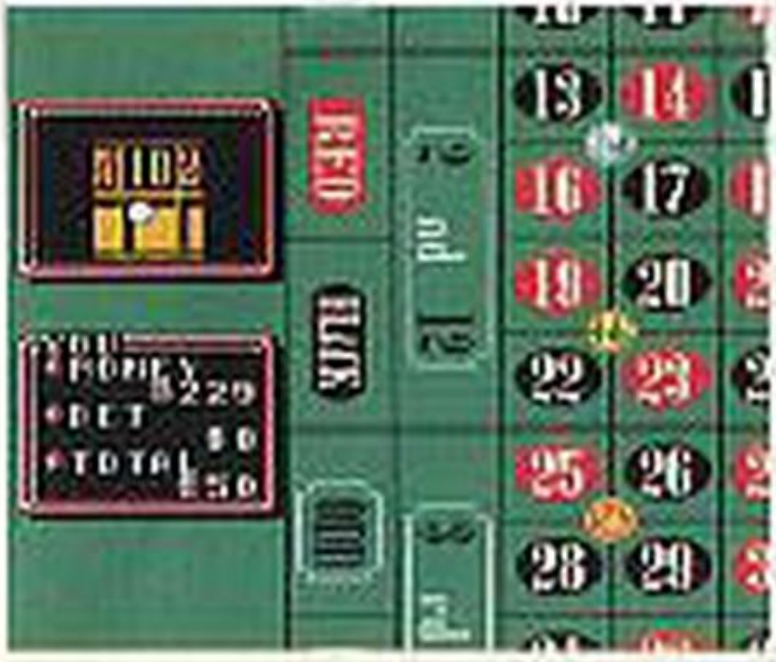
The payout, or odds, that you get will vary depending on how you bet. Payouts range from a 1 to 1 ratio to a 35 to 1 ratio.

Game Over

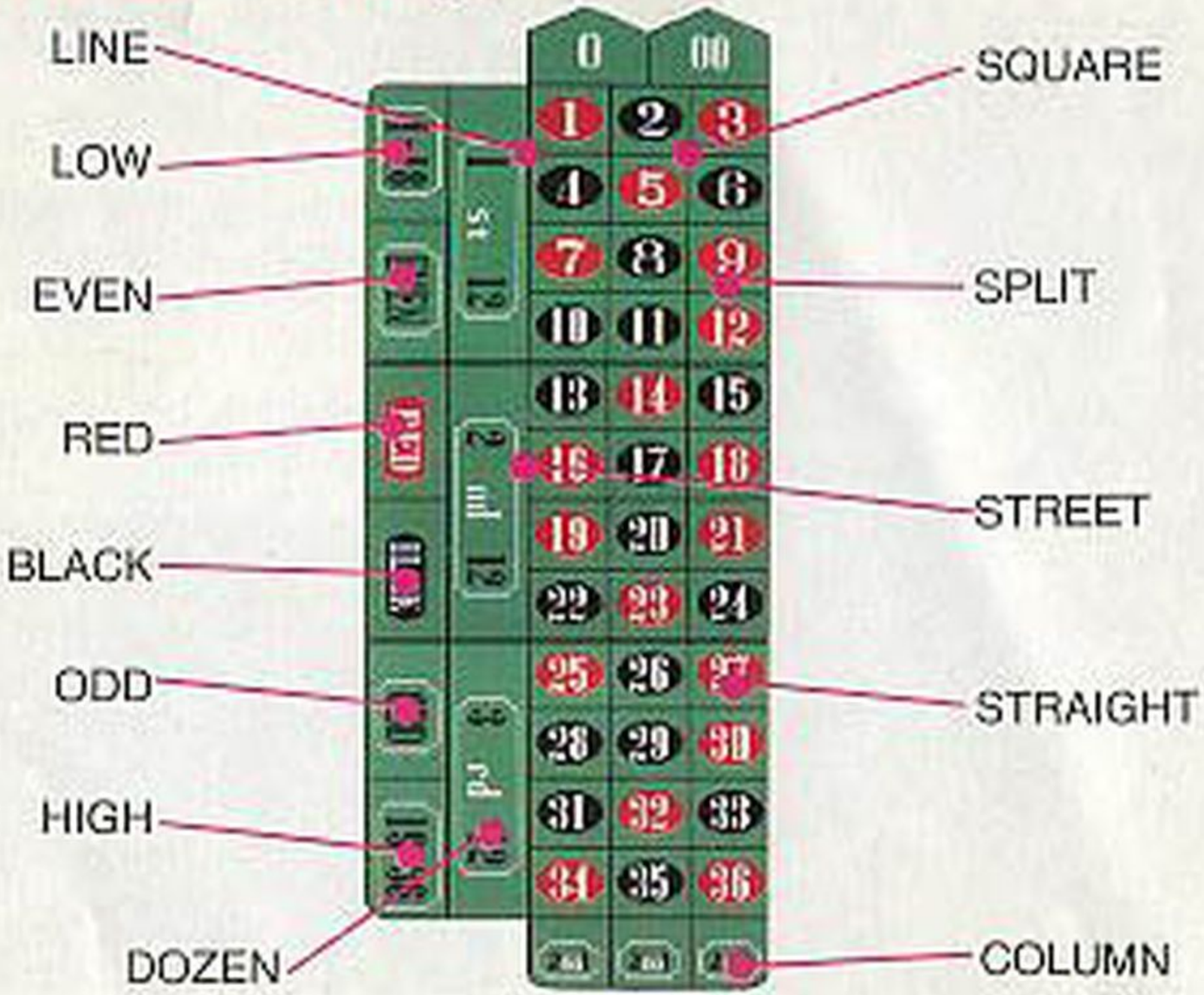
You win when you have all of your opponent's money. The Map Screen will then appear. If you lose, you go to the Title Screen.

Quit

To stop playing Roulette, wait until you are asked to bet, push Select, then A. You keep your money and go to the Map Screen.



Payout Ratios According to the Bet



STRAIGHT (SINGLE)	COLUMN
If you place a bet on a single number 0 – 36, not on a line, and you win, the payout is 35 to 1.	To bet on all of the numbers in a column, put your chips on the square at the bottom. You get a 2 to 1 payout.
SPLIT	**DOZEN**
This is when you place a bet on the line between two numbers, and one of the numbers is a winner. 17 to 1 payout.	The first column left of the numbers lets you bet on groups of twelve. The payout on dozens is only 2 to 1.
STREET	**HIGH or LOW**
Put chips on the left line of the left numbers colum. The numbers to the right win. Payout is 11 to 1.	To bet on groups of eighteen numbers, put your chip on the top or bottom of the far left column. Payout is 1 to 1.
SQUARE (CORNERS)	**BLACK or RED**
When you place a chip on the intersection of four numbers and one of them comes up, you get an 8 to 1 paycut.	Bet on all black or red numbers by placing chips on a middle square in the left column. Paycut is 1 to 1.
LINE	**ODD or EVEN**
Putting a chip on the intersection of a horizontal line and the street can win you paycut of 5 to 1.	When you put chips on the odd or even box in the left column, an odd or even number gets you 1 to 1 paycut.

TIPS FOR BLACKJACK

The Object of Blackjack

Your goal is to push the total value of the cards in your hand as close to 21 as possible without going over. Aces are 1 or 11 points. Kings, Queens and Jacks are 10 points. If you go over 21, that's a Bust and the dealer wins even if he goes Bust after you.

Betting

You place your bet before the deal. In the dialogue window you'll be asked how much you want to wager. Choose the amount with the Control Pad, as discussed on Page 7, then push A.

Play Blackjack!

When you've selected a dealer to challenge in Blackjack, he'll outline the rules of the game to you before beginning. Then you'll be asked to place your bet. He deals, giving you one

card face-up and himself one card face-up. You get another card face-up, while he gets another card face-down. The dialogue window then provides you with playing options. If you want more cards, use the Control Pad and push A to choose "hit." When you're satisfied with your hand, select "stand." The dealer has to draw extra cards if his hand is less than 17, and he must stand if it's over 17. Should the dealer Bust, you win. Otherwise, when you've both decided to stand, your hands are compared and the higher one wins. If the hands are equal, the game is a "push" and you keep your bet. The payout is 1 to 1, unless you get Blackjack.

BLACKJACK

When the first two cards dealt total 21 (an Ace with a 10, J, Q,or K), that's Blackjack. You get a 3 to 2 payout for Blackjack.

INSURANCE

You can choose to buy "insurance" if the dealer's first face-up card is an Ace. Insurance is not protection; it's your wager that the dealer has Blackjack and it amounts to half of your initial bet. If the dealer does have Blackjack, your insurance is paid back at a 2 to 1 ratio. But if he doesn't, you lose your insurance.

STAND

When you are confident of your hand, and you feel ready to see the dealer's hand, choose to stand.

HIT

When your hand is low, and you want to increase its value, you can take a hit. The dealer will give you another card. You can get hit as many times as you want, until you feel satisfied or until you Bust. If you get an Ace, it will be worth either one or 11 points, depending on which would help your hand most.

SPLIT

If your first two cards have the same value (like two eights), you can split them into two hands. But you have to place a bet on the second hand that equals the first. You'll play the hand you were initially dealt, and after that you play the second hand. If the dealer gets Blackjack, you only lose the amount of your first bet.

SURRENDER

If you're worried that the dealer is going to win, you can choose to surrender. But he still gets your chips.

DOUBLE–DOWN

After receiving your first two cards, you can choose to double the amount of your bet. When you double-down, though, you only get one hit. If the dealer wins, he'll only take the chips of your original bet. If you had a split, you can double-down after you split the cards and get a card added to make a new pair.

BET OR QUIT

In Blackjack or poker, you can quit by betting all your chips, or you may just play one last hand. But your opponent can refuse to let you quit.

BET ALL MONEY

When the dialogue box is asking you to please bet or to place an ante, push Select. Then you'll be able to choose to bet all your money. With this, you may win or lose big. If you have more money than your opponent, you can win all his money because he has to match your bet. But if you lose, you lose everything...

FINAL HAND

When you choose the final hand, if your opponent accepts it, then you just play one last hand. You keep your money and go to the Map Screen.

TIPS FOR POKER

Poker requires the most concentration. You have to make decisions, plot strategy and swap cards all in the heat of the game.

BETTING

After you place an ante, the cards are dealt, and whoever won the last hand played will be the first to choose whether to bet or fold.

PLAY

First, each player must ante-up, or make an initial bid. That is your admission into the game. Then the players are dealt five cards. You get to study your cards, then the first round of betting begins. When it's your turn, you can either increase your bet, or if your hand is really bad, you can fold and cut your losses by pressing B. When you fold, the money in the kitty (pot) goes to the other player. In the rounds after this, each player can choose to either see the bet (call), raise or fold. The betting continues until the game is called or four raises have occurred, then you show your hands. The best hand wins the pot.

NEW CARDS

When you "see" the bet (equal your opponent's), you have the option of trading some of your cards. A tiny hand appears on the screen. With the Control Pad, put it over the cards you want to keep and push A. Push A again to undo a selection. When you're done, push B. The other cards will be changed.

TERMS

Ante: The small opening wager you must make before playing.

Bet: This is when you add more chips to the pot.

Pot: The chips you and your opponent bet are placed in the pot.

Call: A call is matching your opponent's bet or ending the game.

Raise: You can increase the amount of the bet when it's your turn. You're allowed one bet and four raises per game.

Fold: This is when you have a bad hand and give up the fight.

WINNING HANDS

There are ten ways you can win at Poker. Each hand described below will beat all of the hands named after it. When you get the first deal, try to decide which hand you're going to attempt.

Royal Flush

A Royal Flush is when you have the 10, Jack, Queen, King and Ace of one suit, like all hearts. This hand beats everything else.

Straight Flush

When you have five consecutive cards (like a 4,5,6,7,8)of the same suit, you stand a good chance of winning big.

Four–of–a–Kind

A Four–of–a–Kind hand is when you have all four cards of one number; for example, four 10's, or four 6's.

Full House

A Full House is not as hard to get as it might seem. It consists of having two cards of the same number (two 3's) and three cards of one number (three 6's). If you and your opponent both have a Full House, the hand with the highest card will win.

Flush

To get a Flush, all five of the cards in your hand must be of the same suit. They don't have to be in any sort of order.

Straight

A Straight is five cards from different suits, but in consecutive order (9,10, J,Q,K). Aces will become ones, if necessary.

Three-of-a-kind

This hand is just like Four-of-a-kind, except that you only need three cards of the same number, like three Jacks or three 7's.

Two Pair

Two Pair is when you have two 5's and two 9's, for example. If your opponent has Two Pair also, the highest card wins.

One Pair

One Pair is, of course, when you have two cards of the same number. Again, if your opponent has One Pair, highest card wins.

High Card

When it's time to show your cards, if neither you nor your opponent have any of the above hands, then the person who has the highest card will win. In this case, Aces will be high.

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications commission helpful:How to Identify and Resolve Radio–TV Interference Problems.This booklet is available from the U.S.Government Printing Office, Washington, DC 20402, Stock No. 004–000–00345–4.

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